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| **COVERING BOTH GLE’S AND CCSS**  **(State correlation is not a perfect match-What makes them the same….what makes them different?)**  3.1.1 Classify 2- and 3-dimensional geometric figures based on their properties including relationships of sides and angles and symmetry (line and/or rotational) and apply this information to solve problems.  **CC.7.G.2** Draw (freehand, with ruler and protractor, and with technology) geometric shapes with given conditions. Focus on constructing triangles from three measures of angles or sides, noticing when the conditions determine a unique triangle, more than one triangle, or no triangle.  3.3.8 Use formulas to determine perimeters and areas of polygons and circles.  **CC.7.G.4** Know the formulas for the area and circumference of a circle and use them to solve problems; give an informal derivation of the relationship between the circumference and area of a circle.  **CC.7.G.6** Solve real-world and mathematical problems involving area, volume and surface area of two- and three-dimensional objects composed of triangles, quadrilaterals, polygons, cubes, and right prisms.  3.3.11 Write and solve problems in context involving conversions of customary or metric units and units of time.  **CC.7.EE.3** Solve multi-step real-life and mathematical problems posed with positive and negative rational numbers in any form (whole numbers, fractions, and decimals), using tools strategically. Apply properties of operations as strategies to calculate with numbers in any form; convert between forms as appropriate; and assess the reasonableness of answers using mental computation and estimation strategies. For example: If a woman making $25 an hour gets a 10% raise, she will make an additional 1/10 of her salary an hour, or $2.50, for a new salary of $27.50. If you want to place a towel bar 9 3/4 inches long in the center of a door that is 27 1/2 inches wide, you will need to place the bar about 9 inches from each edge; this estimate can be used as a check on the exact computation.  3.2.7 Use two-dimensional representations of rectangular prisms, pyramids and cylinders to determine surface area.  **CC.7.G.6** Solve real-world and mathematical problems involving area, volume and surface area of two- and three-dimensional objects composed of triangles, quadrilaterals, polygons, cubes, and right prisms.  3.3.9 Develop and use formulas to determine volumes of geometric solids (rectangular prisms and cylinders).  **CC.7.G.6** Solve real-world and mathematical problems involving area, volume and surface area of two- and three-dimensional objects composed of triangles, quadrilaterals, polygons, cubes, and right prisms.  3.3.10 Use estimation and measurement strategies to solve problems involving area of irregular polygons and volumes of irregular solids and justify solutions in writing.  **CC.7.G.6** Solve real-world and mathematical problems involving area, volume and surface area of two- and three-dimensional objects composed of triangles, quadrilaterals, polygons, cubes, and right prisms. |
| **COVERING BOTH GLE’S AND CCSS AND SCIENCE INTEGRATION** |
| **GLE’s but not CCSS**  3.3.11 Write and solve problems in context involving conversions of customary or metric units and units of time.  **CC.6.RP.3d** Use ratio reasoning to convert measurement units; manipulate and transform units appropriately when multiplying or dividing quantities.  3.2.6 Identify and/or draw two-dimensional representations of three dimensional geometric solids using nets, cross-sections, front, side and top views to solve problems.  **CC.6.G.4** Represent three-dimensional figures using nets made up of rectangles and triangles, and use the nets to find the surface area of these figures. Apply these techniques in the context of solving real-world and mathematical problems.  3.2.7 Use two-dimensional representations of rectangular prisms, pyramids and cylinders to determine surface area.  **CC.6.G.4** Represent three-dimensional figures using nets made up of rectangles and triangles, and use the nets to find the surface area of these figures. Apply these techniques in the context of solving real-world and mathematical problems.  3.3.9 Develop and use formulas to determine volumes of geometric solids (rectangular prisms and cylinders).  **CC.6.G.2** Find the volume of a right rectangular prism with fractional edge lengths by packing it with unit cubes of the appropriate unit fraction edge lengths, and show that the volume is the same as would be found by multiplying the edge lengths of the prism. Apply the formulas V = l w h and V = b h to find volumes of right rectangular prisms with fractional edge lengths in the context of solving real-world and mathematical problems.  3.3.8 Use formulas to determine perimeters and areas of polygons and circles.  **CC.4.MD.3** Apply the area and perimeter formulas for rectangles in real world and mathematical problems. For example, find the width of a rectangular room given the area of the flooring and the length, by viewing the area formula as a multiplication equation with an unknown factor.  3.3.11 Write and solve problems in context involving conversions of customary or metric units and units of time.  **CC.5.MD.1** Convert among different-sized standard measurement units within a given measurement system (e.g., convert 5 cm to 0.05 m), and use these conversions in solving multi-step real world problems.  3.3.9 Develop and use formulas to determine volumes of geometric solids (rectangular prisms and cylinders).  **CC.5.MD.5b** Apply the formulas  *V =l*×*w*×*h* and *V = b*×*h* for rectangular prisms to find volumes of right rectangular prisms with whole-number edge lengths in the context of solving real-world and mathematical problems.  **CC.5.MD.5c** Recognize volume as additive. Find volumes of solid figures composed of two non-overlapping right rectangular prisms by adding the volumes of the non-overlapping parts, applying this technique to solve real world problems.  3.1.1 Classify 2- and 3-dimensional geometric figures based on their properties including relationships of sides and angles and symmetry (line and/or rotational) and apply this information to solve problems.  **CC.5.G.3** Understand that attributes belonging to a category of two-dimensional figures also belong to all subcategories of that category. For example, all rectangles have four right angles and squares are rectangles, so all squares have four right angles. |
| **CCSS but not GLE’s** |